video replay of the at least one play represented by the identified at least one of the plurality of symbols.

63. A system for displaying information regarding a football game between two teams to a user, comprising:

first means for displaying a plurality of symbols to the user, the plurality of symbols being displayed along a path representing at least a portion of a drive by one of the two teams; and

second means, responsive to the user identifying at least one of the plurality of symbols, for displaying information regarding at least one play represented by the identified at least one of the plurality of symbols.

64. The system as claimed in claim 63, wherein the second means includes means, responsive to the user identifying the at least one of the plurality of symbols, for displaying a video replay of the at least one play represented by the identified at least one of the plurality of symbols.

65. A computer-readable medium for use with a processor, the medium having a plurality of instructions stored thereon which, when executed by the processor, cause the processor to perform steps of:

(a) causing a plurality of symbols to be rendered on a display along a path representing at least a portion of a drive of a football game between two teams; and

(b) in response to the user identifying at least one of the plurality of symbols, causing information to be displayed regarding at least one play represented by the identified at least one of the plurality of symbols.